

arcade express

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ATARI, BUSHNELL TOGETHER AGAIN

It now appears that Nolan Bushnell and Atari will be meeting in the R&D lab rather than in court. An agreement between Atari and Pizza Time Theatre gives Atari the consumer rights to coin-op videogames developed by Nolan Bushnell, Joseph Keenan, Pizza Time Theatre and Sente Technologies. The participants also announced that all pending litigation has been settled.

Bushnell, who founded Atari in 1972, has been prohibited from videogame activity under terms of his sales agreement with Atari. That barrier was due to disappear this coming October, and Bushnell was reportedly ready to re-invade the play-for-pay business with new machines. Atari sued Bushnell, claiming that advance publicity concerning his plans was tantamount to jumping the gun and thereby, a violation of the contract terms. This meeting of the minds, however, clears the tracks for Bushnell and cohorts to proceed with their plans.

AT&T MULLS TELE-GAMING

There is a "high probability", says a source inside AT&T, "that a tele-game service will be test-marketed before the end of this year." The idea would be to retro-fit existing game consoles with low-cost modems which would retail for not more than \$50.

The idea, according to Bell Labs' Hal Alles, is to produce cartridges which adapt existing games to competitive play over the telephone lines. For instance, Alles reports that his group has modified Atari's "Star Raiders" so that each player pilots an individual ship and both vessels are simultaneously visible on the display as they jockey for position against each other.

ZIMAG LEAVES GAME BIZ; COMPANY WILL STICK TO VIDEO & AUDIO MEDIA

Magnetic Tape International announces that it is discontinuing manufacturer of electronic videogames, and will concentrate instead on magnetic media and floppy diskette products. The company's videogame line, introduced under the ZiMag label, was compatible with the Atari 4/8/1200 computers and the Commodore VIC-20.

Commenting on the decision to leave the gaming industry, MTI's president Stephen F. Milam said, "The decision to discontinue our video games line is based on current market conditions in the games business." Milam went on to explain that the ZiMag line would henceforth be devoted to the manufacture and marketing of video, audio and computer products outside of the gaming line.

GCE SHAVES VECTREX PRICE

As part of its strategy to obtain "a major share of the home video entertainment market", General Consumer Electronics has slashed the wholesale price of the Vectrex Graphic Computer System so that it can be featured at retail for just under \$100 during the upcoming holiday gift-giving season.

As part of the repositioning of Vectrex, GCE introduced three major peripherals at the just-completed Consumer Electronic Show in Chicago. These are the Light Pen, the computer keyboard and the 3-D Imager. The latter allows Vectrex owners to enjoy specially prepared cartridges in true three-dimension and in color.

NEXT ARCADE EXPRESS TO FEATURE CES NEWS

The next issue of Arcade Express will be special, featuring all the new products we saw at the Consumer Electronic Show in Chicago. Be sure not to miss all the fun!

PARKER BROTHERS LICENSES
"ASTRO CHASE" FROM FIRST STAR

"Astro Chase", originally designed by Fernando Herrera (author of "My First Alphabet" and winner of the Atari Star Award), has been licensed by Parker Brothers.

Parker plans to market videogame and home computer versions of the game, but First Star thus far retains the coin-op, hand-held and counter-top game rights.

"Astro Chase" features animated cartoon intermissions and single thrust propulsion, a process that allows players to lock their crafts on course and then fire in any direction, even backwards.

**PLANETFALL ADDS HUMOR
 TO ADVENTURE GAMING**

"Planetfall", a science fiction interactive prose adventure with a decided difference, will be published by Infocom this summer. According to designer Steve Meretzky, the game challenges players to save a plague-ridden planet while maintaining a straight face. "There are several interesting elements that make this game unique. One of the most important is the high level of interaction between the player and a strong second character known as 'Floyd', " says Meretzky. "Floyd, an impish robot who is your constant companion in the game, has a well-defined personality. He's exuberant, funny, mischievous and sometimes unpredictable."

The game will be available for just about every microcomputer in creation, including all the most popular brands.

**SOFTWARE PUBLISHER HELPS
 PUBLIC TELEVISION**

When KETC, the St. Louis, Mo., public broadcasting station needed to latch onto some serious loot, one of the companies to which it turned was the EduFun Division of Milliken Publishing. The software producer donated 40 packages of EduFun product, which were auctioned off during the 10-day fundraiser held by KETC.

The audience response was so overwhelming that Milliken has decided to go national with its generosity. Through PBS Washington, the company is donating 250 packages of EduFun software to stations across the nation. The gift is valued at over \$18,000.

**MOSAIC UNVEILS
 VIC-20 EXPANDER**

More power for your VIC-20 is the promise of Rammaster 32, which Mosaic Electronics will soon introduce at a list price of less than \$150. The unit is said to be a full-service memory device which expands the VIC-20 to 37K of memory. It features a built-in expansion port, pause switch, write-protect switch, a relocatable memory block and a disabler switch that allows the computerist to remove a cartridge without shutting off the entire system.

**ATARI TO MAKE GAMES
 FOR OTHER SYSTEMS**

It sounds like the answer to prayers murmured nightly by gamers who own computer systems other than Atari's own 400-800-1200 machines. "We plan to make the best popular game titles such as "Pac-Man" and "Donkey Kong" available to consumers, regardless of which home computer they've purchased," says Keith Schaefer, senior vice president of Atari's Home Computer Division. Current plans call for Atari to produce games and other software for the Apple II, Commodore 64, VIC-20, IBM Personal Computer, Radio Shack Color Computer and the Texas Instruments 99/4A. An informed source close to Atari whispers that other systems are also under consideration, with an announcement likely sometime this summer.

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**CBS & THORN EMI CARTRIDGES
HAVE FITTING PROBLEMS**

Owners of the sleek new Atari 1200 computer who already have game cartridges produced by CBS Software and Thorn EMI will be upset to learn that those games won't fit the 1200's redesigned cartridge port on the unit's left side. When approached about the situation, Thorn refused comment. "I can give you name, rank and serial number," one press relations officer said. "Beyond that, I'm sorry."

CBS' Marilyn Wolpin had more to say on the subject, indicating that by June's end, their future software will have been retooled to function in the 1200. As for exchanging old format cartridges, no comment yet.

What does Atari have to say about all this? "The engineering plans for the 1200 have been available. Companies like EMI must simply have overstocked on old cartridges without checking modifications on the new computer," maintains A.J. Sekel, Atari's manager of press relations.

Sekel's claim must have some validity as cartridges such as Big Five's "Miner 2049er" insert perfectly into the new Atari computer.

**TANDY UNVEILS
BEGINNERS COMPUTER**

Tandy Corp. is aiming their new \$120 home computer, the TRS-80 Micro Color Computer, at beginners according to a spokesman for the company. The new computer is a junior version of the TRS-80 Color Computer, and can store about 4000 characters in its memory. It was designed to compete with "computer literacy" machines designed for starting computerists, such as the Timex 1000. The new Tandy computer uses a t.v. for its display, and has a typewriter-style keyboard.

**ATARI ANNOUNCES SHAKE-UP
IN COMPUTER PRODUCTS LINE**

Steve Ross, chairman and CEO of Warner Communications, announced that Atari plans to consolidate their videogame and computer divisions, a move that industry sources estimate will result in elimination of several hundred jobs at the company's headquarters.

Ross confirmed reports that Atari plans to phase out most of its current computer line in favor of four new models, the 600XL, 800XL, 1400XL and 1450XL.

Ross also discussed the highly secretive Ataritel Division, and said the company expects to start shipping products in early 1984, including a telephone with built-in computer devices so users could phone home instructions, such as turning on appliances.

**CBS ELECTRONICS RELEASES GAMES
FOR ATARI & COMMODORE COMPUTERS
AND FOR ATARI 2600 VIDEOGAME**

CBS will release "Solar Fox" in June for the Atari 2600. Gamers must navigate a starship through solar cells, avoiding fireballs, in this home version of the Bally-Midway coin-op hit. Also scheduled for June is "Tunnel Runner", a unique mouse-eye-view trip through a maze. The player is lost in the tunnels and must find the doorway to the next maze while avoiding baddies. To help, there's a special overview map to show his position and where the enemies lurk.

VIC-20 owners can look forward to versions of "K-Star Patrol", the planetary defense game, and "K-razy Antiks", in which players aid a white ant in saving her eggs.

There's something from CBS for Atari 400/800 computers, too. "Mountain King" requires the gamer to gather diamonds, find a Flame Spirit, then locate and steal the golden crown, in 8 levels of difficulty. "Boulders & Bombs" is an underground adventure with rocks that must be blasted away if the player is to escape.

**ATARI 2600 HEADS
DOWN TO BRAZIL**

There's an awful lot of coffee in Brazil, goes the old song. Soon, thanks to an agreement between Atari and Industrias Gradient Brasileira, it will be possible to say the same thing about Atari's 2600's in the South American country. The Brazilian firm will assemble and sell Atari's standard programmable videogame system and cartridges to match, with a late 1983 start-up date likely.

JUNIOR PASSES THEM ALL
TO BECOME TOP HOME GAME

In a surprise move, "Donkey Kong Junior" jumped into first place in the Electronic Games popularity poll, and "Lady Bug" moved to second place, beating out "Pitfall" and "Donkey Kong", games that had jockeyed for top honors for many months, in the videogame competition. Meanwhile "Star Raiders" is back on top in the computer division, and in coin-op, "Pole Position" made its first appearance on the lists, skyrocketing all the way to the number one spot!

<u>POSITION</u>	<u>TIMES</u>	<u>ON</u>	<u>SYSTEM</u>	<u>MANUFACTURER</u>
<u>THIS MONTH</u>	<u>LAST MONTH</u>	<u>LIST</u>	<u>GAME TITLE</u>	

MOST POPULAR VIDEOGAME CARTRIDGE:

# 1	# 12	2	Donkey Kong Junior	Colecovision	Coleco
2	4	6	Lady Bug	Colecovision	Coleco
3	1	10	Donkey Kong	Colecovision	Coleco
4	2	10	Pitfall	Atari 2600	Activision
5	5	2	Ms. Pac-Man	Atari 2600	Atari
6	New	New	Pac-Man	Atari 5200	Atari
7	3	9	Zaxxon	Colecovision	Coleco
8	13	2	Centipede	Atari 5200	Atari
9	7	6	River Raid	Atari 2600	Activision
10	-	7	Demon Attack	Atari 2600	Imagic
11	8	10	Venture	Colecovision	Coleco
12	8	6	Turbo	Colecovision	Coleco
13	New	New	Countermeasures	Atari 5200	Atari
14	New	New	Centipede	Atari 2600	Atari
15	10	10	Frogger	Atari 2600	Parker Bros.

MOST POPULAR COMPUTER GAME:

# 1	# 2	17	Star Raiders	Atari 4-8-1200	Atari
2	3	10	Centipede	Atari 4-8-1200	Atari
3	1	15	Pac-Man	Atari 4-8-1200	Atari
4	5	7	Choplifter	Atari/Apple/VIC	Broderbund
5	New	New	Preppie	Atari 4-8-1200	Adventure Int.
6	7	2	Astrochase	Atari 4-8-1200	First Star
7	6	4	Miner 2049er	Atari/Apple	Big Five/Micro Fun
8	3	16	Castle Wolfenstein	Atari/Apple	Muse
9	-	2	Sneakers	Atari/Apple	Sirius
10	8	2	Gorf	Atari/VIC-20	Roklan/Commodore

MOST POPULAR COIN-OP VIDEOGAME:

# 1	New	New	Pole Position	Atari
2	7	8	Donkey Kong Jr.	Nintendo
3	2	7	Joust	Williams
4	New	New	Q*Bert	Gottlieb
5	6	11	Donkey Kong	Nintendo
6	8	2	Popeye	Nintendo
7	3	11	Dig-Dug	Atari
8	1	12	Zaxxon	Sega
9	New	New	Time Pilot	Centuri
10	4	12	Tron	Bally Midway

COMING EVENTS

Upcoming Tournaments and Meetings

HI-TECH HYATTFEST WEEKEND, June 18-19, Schaumburg (Chicago), Illinois

For consumers interested in computers, videogames and robots, at the Hyatt Regency Woodfield, in Schaumburg (a Chicago suburb) for \$5 each. Call 312-467-7142.

INDUSTRY SURVIVAL SEMINAR, June 22-24, Orlando, Florida, at the Marriott Hotel.

Sponsored by National Coin Machine Institute, this workshop seeks solutions to problems faced by coin machine operators. Contact NCMI at (305) 561-0886.

COMPUTERS IN EDUCATION '83, Livingston Campus, Rutgers University, New Brunswick, N.J., June 27-29. A conference for microcomputer users, \$145 per person. Contact the Institute for Professional Development, Dr. Batoff, (609) 924-8333.

MONTANA COIN MACHINE OPERATORS ASSN., July 15-17, Bozeman, Montana. For information, contact Dorothy Christianson (406)654-2250

NORTH CAROLINA COIN OPERATORS ASSN., September 8-11, Hyatt House, Winston-Salem, NC. Contact Bobby Earp (919) 229-5826.

ELECTRONIC & COMPUTER GAMES & TOYS EXHIBITION, August 18-21, Sydney, Australia

For both trade and public, at the new Sydney Entertainment Centre, Haymarket. Write Lorna Miller, Industrial Presentations, 4/389 Victoria Ave., Chatswood, Australia.

NJ BUSINESS COMPUTER SHOW, October 6-8, Holiday Inn North, Exit 14 NJ Turnpike. This show is for "Micro-Portable-Desktop-Mini". Contact Kengore Corp. (201)297-2526.

NJ MICROCOMPUTER SHOW & FLEAMARKET. October 15-16, Meadowlands Hilton, New Jersey.

For consumers and fleamarketers. Contact Kengore Corp. (201) 297-2526.

NY BUSINESS COMPUTER SHOW, December 8-10, NY Statler Hotel, New York, New York.

Featuring Micros, Portables, Desktop and Mini computers. Call (201) 297-2526.

NY PERSONAL COMPUTER SHOW, March 30-April 1, 1984, Madison Square Garden, New York City.

Over 200 exhibit booths, for all micro's, home, hobby and small business. This is the fourth year for this show which was formerly the Eighty/Apple/PC Show. For more information, call (201)297-2526, or write Kengore Corp., P.O. Box 13, Franklin Park, NJ.

LEISURETRONICS, February 19-26, 1984, Monte-Carlo, Monaco

For the trade, the first congress for electronic gaming. Call (401) 884-9500.

MERRY-GO-ROUND Michael J. Moone will head ATARI's newly created business unit, and will explore new product developments. Moone is the president of the Consumer Electronics Division of that company...DATASOFT has appointed Theodore Hofmann as Vice President and Chief Financial Officer, citing tremendous growth as the reason they need his expertise...Jim Ackerman is the new Vice President in charge of operations for SIRIUS SOFTWARE. and will be in charge of day-to-day operations. Also at SIRIUS, Ernest Brock has been promoted to Vice President in charge of Product Development. Brock is best known to gamers as the author of "Type Attack". Tony Ngo is the new Senior Game Designer for SIRIUS. Ngo's most well-known titles include "Bandits" and "Squish 'Em".

THE HOTSEAT

Reviews of New Products

RATINGS: 10 - Pure gold and about as good as a game could be. A rare rating.
9 - An outstanding, state-of-the-art game.
8 - A very good to excellent game.
7 - A good game.
6 - Better than average, but maybe not for everyone.
5 - An average game that does what it promises.
1-4 - The item has serious flaws.

KEY: The information which heads each review follows the same simple format. First comes the name of the item, then its classification and, if it's a home arcade software program, the system/s with which it is compatible. Finally, there's the manufacturer's name.

CRITICS THIS ISSUE: SD-Steve Davidson; TF-Tracie Forman; AK-Arnie Katz

BUMP 'N' JUMP/Coin-op/by Atari

Here's a driving game with a twist. Instead of avoiding other cars that travel along the road, players are rewarded for bashing the competition into the guard rail. If a car hits the rail with enough force, it explodes in a cloud of dust and destruction. Don't be fooled by the cute putt-putt animation. The object of the game is to eliminate the opposition permanently! As if its rock-hard fender wasn't weapon enough, the player's bash-buggy is also equipped with the ability to leap into the air like an oversized frog, a helpful maneuver when the road suddenly disappears into a river. The jump mechanism is also a particularly effective way to crunch other cars into the dust. (TF) Rating: 7

CONGO BONGO/Coin-op/by Sega

Gamers assume the role of an intrepid jungle explorer out to wreak vengeance on the mischievous ape who woke him from a sound sleep - with a hot foot! This 3-screen extravaganza challenges players to scale sheer cliffs, jump over shimmering waterfalls, shake off hordes of kamikaze chimps, and avoid a thump in the head from an on-coming coconut. And that's just the first screen. Make it all the way to the top and the overgrown chimp scampers further into the jungle. To follow, araders must avoid charging rhinos, hungry crocodiles, and a host of other beastly creatures. Aside from its varied, interesting play action, "Congo Bongo" is enhanced by a gorgeously rendered 3-D perspective, lush tropical forest complete with the pounding of far-off drums. The graphics and sound effects combine so well that araders will almost be able to smell the loamy jungle air. (TF) Rating: 9

SPORTS ILLUSTRATED BOXING/Computer Game (for Atari 400/800) /Avalon Hill

While somewhat entertaining in the "head-to-head" option (allowing two players to slug it out for the championship), the stiff animation, limited movement capabilities and lack of any real action is sure to be a disappointment to players expecting more from a game with the "Sports Illustrated" endorsement. Three options allow for a display mode in which gamers watch two computer-controlled boxers vie for the title, a two-player game, and a one-player match against a computer-controlled fighter. Gamers can also choose the number of rounds in a match. The two boxers shake hands, return to their corners and come out punching. Although the men grimace effectively when hit by an opponent, their actions are too slow to satisfy action fans. (TF) Rating: 5

ENDURO/Videogame Cartridge (for Atari 2600)/Activision

Can this really be a cartridge for the Atari 2600? That's the question many arcaders will be asking, disbelief in their voices, when they take joystick in hand to try this one. The idea is to steer your racer along the twisting roadway and pass all the cars ahead of you to be the first to see the checkered flag of victory. Actually, the race is run in two heats, a qualifying round and then a real race. Of special note is the stunning visual treatment. Changing weather and light conditions through the race add plenty of spice, calling upon the driver to formulate a strategy to deal with each set of circumstances. "Enduro" is the type of cartridge that keeps home arcaders playing for hours on end to see if they can pass "just one more car" to improve their final standing in the race. (SD) Rating: 9

JUNGLE HUNT/Videogame Cartridge (for Atari 2600)/Atari

This is an excellent translation for the Atari 2600 of Taito's coin-op hit. Though its true-blue to its inspiration, it must be admitted that "Jungle Hunt" is not a uniformly brilliant conception. The vine-swinging phase is virtually automatic, and gamers have experienced the leaping and jumping action typical of the third and fourth phases many times before. The mini-scenario in which the jungle hunter must swim a crocodile-infested river is a definite highlight, but the rest of the solitaire contest may well strike veteran players as too easy. Still, if you liked "Jungle Hunt" in the coin-op parlors, this brings the same brand of action right into your home. (AK) Rating: 7

SPIN BALL/Videogame Cartridge (for Vectrex)/GGE

Here's a feast for those who can't get traditional pinball out of their minds! The vector graphics playfield, though it looks radically different than rasterscan video pinball, nonetheless manages to replicate the authentic action of a conventional pinball table. The three-quarter perspective is another nice idea, since it furnishes an illusion of depth superior to what the usual vertically oriented table generally provides. (SD) Rating: 8

SQUISH 'EM/Computer Game (for Commodore 64)/Sirius Software

The player becomes a human fly who must scale a partially completed skyscraper to retrieve suitcases full of money in this colorful solitaire climbing contest. The well-rendered on-screen hero ascends level by level, either leaping over the deadly creature found on each crossbeam or else jumping directly onto the monster's head to temporarily immobilize it - and score some extra points in the bargain. Objects such as bricks periodically fall from upper floors and - surprise! - the climber must constantly move from side to side as well as upward or a plummeting brick can sweep him right off the side of the building! Tony Ngo has done an excellent job of what is surely the best disk for the Commodore 64 at this writing. (AK) Rating: 9

HARD HAT MACK/Computer Game (for Apple II)/Electronic Arts

In many respects, this is the best game ever produced for the Apple II. Certainly few other disks approach the sound and graphic levels designers Abbott and Alexander have attained in their first collaborative effort. "Hard Hat Mack" is the blue-collar hero of this three-screen climbing game, and his tasks are far from simple. Each playfield is meticulously designed with several different challenges awaiting the gamer. Since the starting positions of both the on-screen objects Mack must collect and the Vandals and OSHA reps who can destroy him with a touch, are somewhat different each time the program boots, it is more difficult to develop an "always works" strategy for "Hard Hat Mack" than it is for some other games which may bear some resemblance to it. "Hard Hat Mack" has been left far behind in the race to see which designer can program the game with the greatest number of different playfields, but it proves that sometimes less can turn out to be more, much more. (AK) Rating: 9

HONOR ROLL

The Nation's Highest Scores

THE LATEST HIGH SCORES

Here it is, the scores you've been waiting for. This is the latest list of the nation's high rollers, compiled by the editors of Electronic Games and Arcade Express. To get in the game, send a photo of the game screen showing the final score clearly enough for the judges to read. Photos become property of EG and none can be returned. Include your name and address, and mail to Electronic Games, 460 West 34th Street, New York 10001.

HOME VIDEOGAMES:

Asteroids/Atari VGS/Game #6 - Dennis Delaney, Rosedale, NY - 1,099,520
 Defender/Atari VGS/Game #1 - Andy Tumieki Jr., Pittsburgh, Pa. - 13,101,700
 Pepper II/Atari/Skill #1 - Scott Preston, Rockford, Il. - 2,670,720
 Pitfall/Activision/Atari VCS/Game #1 - Ivan Tomek, Montreal, Canada - 114,000
 River Raid/Activision/Atari VCS/Game #1 - Dave Gonelli, Leominster, Ma. - 127,730
 Lady Bug/Coleco/Colecovision/Came #1 - John Bubluski, Brighton, Ma. - 1,552,680
 Tron Deadly Disc/Mattel/Intellivision/Came #1 - Maxime Dumont, Quebec, Canada - 32,335,500
 Pick-Axe Pete/Odyssey/Odyssey²/Came #6 - Joseph Lurin, Great Neck, NY - 1,814
 UFO/Odyssey/Odyssey²/Game #1 - Dave Jacksch/RAF Bentwaters, UK - 6,136

ARGADE GAMES:

Donkey Kong Jr./Nintendo - John Gonnolly, Aberdeen, Md. - 3,963,200
 Donkey Kong/Nintendo - Steven Jeffe, Rockville, Md. - 14,271,000
 Zaxxon/Sega-Gremlin - Seth Moore, Yellow Springs, Ok. - 3,281,000
 Solar Fox/Midway - Ed Zywusko, Beverly, Ma. - 5,108,720
 Xevious/Atari - Dave Ronk, Union, N.J. - 134,950
 Popeye/Nintendo - Lance Laysion, Calhoun, Ca. - 2,576,350
 Star Trek/Sega-Gremlin - Steve Zammar, Littleton, Go. - 105,625
 Kangaroo/Atari - Ghris Andersen, Port Coquitlam, Canada - 610,200
 Looping/Venture Line - Graig Johnson, Juneau, Ak. - 2,458,770
 Tutankjam/Stern - Lars Lind, Greenfield, Ma. - 272,200
 Q*Bert/Gottlieb - Terry Mann, Eagle Point, Or. - 15,171,835

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